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[BOOK] **Physics for Game Developers**

DM Bourg - 2002 - books.google.com

... are a few examples of specific **game** elements that ... realism, from the use of real **physics**:

•The trajectory ... effects of fuel burn-off •The **collision** of objects ...

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[BOOK] **Game Physics** - group of 3 »

DH Eberly - 2003 - books.google.com

... **Game Physics** David H. Eberly **Collision** Detection in Interactive 3D Environments

Gino van den Bergen 3D **Game** Engine Design: A Practical Approach to Real-Time ...

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[CITATION] **Physics**, part 3: **Collision** response

C Hecker - **Game Developer Magazine**, 1997

Cited by 8 - [Related Articles](#) - [Web Search](#)

[BOOK] **Collision** Detection in Interactive 3D Environments - group of 4 »

G Van den Bergen - 2003 - books.google.com

... author of 3D **Game** Engine Design, co-author with Philip Schneider of Geometric Tools for Computer Graphics, and author of **Game Physics**. Page 3. **Collision** Detection ...

Cited by 28 - [Related Articles](#) - [Web Search](#) - [Library Search](#)

Physics-like models of computation - group of 2 »

N Margolus - **Collision**-based computing table of contents, 2001 - portal.acm.org

... **Physics**-like models of computation. Source, **Collision**-based computing table of contents. Pages: 83 - 104. ... of John Conway's new solitaire **game** 'Life' Scientific ...

Cited by 143 - [Related Articles](#) - [Web Search](#)

Collision Response: Bouncy, Trouncy, Fun - group of 4 »

J Lander - **Game Developer**, Miller Freeman, March, 1999 - gamasutra.com

... Suddenly, instead of a nice **collision** demo, I had designed Asteroids. ... s column from the October/November 1996 **Game Developer**, "**Physics**, the Next ...

Cited by 6 - [Related Articles](#) - [Cached](#) - [Web Search](#)

[BOOK] **Artificial Intelligence for Computer Games: An Introduction** - group of 4 »

JD Funge - 2004 - books.google.com

... Simulator. The simulator encodes the rules of how the **game**-state changes, ie the **game's** "**physics**". Together with a set of animations it is the Page 16. ...

Cited by 8 - [Related Articles](#) - [Web Search](#) - [Library Search](#)

Advanced Character Physics - group of 8 »

T Jakobsen - Gamasutra. com, gamasutra **physics** resource guide, 2003 - ns.ioi.dk

... In the case of **physics** simulation, the word believability ... integrated in IO's in-house **game** engine Glacier. ... It also handles both **collision** and resting contact ...

Cited by 36 - [Related Articles](#) - [Cached](#) - [Web Search](#)

The physics of golf: The optimum loft of a driver - group of 2 »

AR Penner - American Journal of **Physics**, 2001 - link.aip.org

... e, which relates the relative velocity along the line of impact after the **collision** to that before ... CB Daish, **The Physics of Ball Games** (English Universities ...

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Gerhard-Multhaupt, R.;
[Electrical Insulation, IEEE Transactions on \[see also Dielectrics and Electrical Insulation, IEEE Transactions on\]](#)
Volume 26, Issue 1, Feb. 1991 Page(s):85 - 130
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Sah Chih-Tang;
[Proceedings of the IEEE](#)
Volume 76, Issue 10, Oct. 1988 Page(s):1280 - 1326
Digital Object Identifier 10.1109/5.16328
[AbstractPlus](#) | Full Text: [PDF](#)(4484 KB) IEEE JNL
[Rights and Permissions](#)
- ☐ **3. VPython: 3D Interactive scientific graphics for students**
Scherer, D.; Dubois, P.; Sherwood, B.;
[Computing in Science & Engineering \[see also IEEE Computational Science and Engineering\]](#)
Volume 2, Issue 5, Sept.-Oct. 2000 Page(s):56 - 62
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Volume 64, Issue 5, May 1976 Page(s):c4 - c4
Full Text: [PDF](#)(1933 KB) IEEE JNL
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Lee, S.R.; Cummings, J.C.; Nolen, S.D.;
[Simulation Symposium, 1997, Proceedings, 30th Annual](#)
7-9 April 1997 Page(s):114 - 123
Digital Object Identifier 10.1109/SIMSYM.1997.586500
[AbstractPlus](#) | Full Text: [PDF](#)(700 KB) IEEE CNF
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Reardon, P.;
[Magnetics, IEEE Transactions on](#)
Volume 13, Issue 1, Jan 1977 Page(s):704 - 718
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Relevance scale ☐ ☐ ☐ ☐**1** [Motion sketching for control of rigid-body simulations](#)

Jovan Popović, Steven M. Seitz, Michael Erdmann

October 2003 **ACM Transactions on Graphics (TOG)**, Volume 22 Issue 4

Publisher: ACM Press

Full text available: pdf(156.23 KB)

Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#), [review](#)

Motion sketching is an approach for creating realistic rigid-body motion. In this approach, an animator sketches how objects should move and the system computes a physically plausible motion that best fits the sketch. The sketch is specified with a mouse-based interface or with hand-gestures, which move instrumented objects in the real world to act out the desired behaviors. The sketches may be imprecise, may be physically infeasible, or may have incorrect timing. A multiple-shooting optimization ...

Keywords: Physically based animation, animation with constraints, user interface design**2** [Timewarp rigid body simulation](#)

Brian Mirtich

July 2000 **Proceedings of the 27th annual conference on Computer graphics and interactive techniques SIGGRAPH '00**

Publisher: ACM Press/Addison-Wesley Publishing Co.

Full text available: pdf(6.54 MB)

Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

The traditional high-level algorithms for rigid body simulation work well for moderate numbers of bodies but scale poorly to systems of hundreds or more moving, interacting bodies. The problem is unnecessary synchronization implicit in these methods. Jefferson's timewarp algorithm [22] is a technique for alleviating this problem in parallel discrete event simulation. Rigid body dynamics, though a continuous process, exhibits many aspects of a discrete one. With modification ...

Keywords: animation, physics based modeling**3** [Natural phenomena: Synthesizing sounds from rigid-body simulations](#)

James F. O'Brien, Chen Shen, Christine M. Gatchalian

July 2002 **Proceedings of the 2002 ACM SIGGRAPH/Eurographics symposium on Computer animation SCA '02**

Publisher: ACM Press

Full text available: pdf(6.51 MB)

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This paper describes a real-time technique for generating realistic and compelling sounds

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1 [Game engines in scientific research: Introduction](#)



Michael Lewis, Jeffrey Jacobson

January 2002 **Communications of the ACM**, Volume 45 Issue 1

Publisher: ACM Press

Full text available: (119.37 KB)

Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)
 (22.30 KB)

Serious computational results are derived from computer-based games.

2 [Military applications: Emerging areas: urban operations and UCAVs: a game engine based simulation of the NIST urban search and rescue arenas](#)

Jijun Wang, Michael Lewis, Jeffrey Gennari

December 2003 **Proceedings of the 35th conference on Winter simulation: driving innovation WSC '03**

Publisher: Winter Simulation Conference

Full text available: (478.82 KB)

Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#)

We are developing interactive simulations of the National Institute of Standards and Technology (NIST) Reference Test Facility for Autonomous Mobile Robots (Urban Search and Rescue). The NIST USAR Test Facility is a standardized disaster environment consisting of three scenarios of progressive difficulty: Yellow, Orange, and Red arenas. The USAR task focuses on robot behaviors, and physical interaction with standardized but disorderly rubble filled environments. The simulation will be used to ...

3 [Game engines in scientific research: The new cards](#)



Michael Lewis

January 2002 **Communications of the ACM**, Volume 45 Issue 1

Publisher: ACM Press

Full text available: (70.82 KB)

Additional Information: [full citation](#), [references](#), [citations](#), [index terms](#)
 (7.31 KB)

4 [Architecture for a massively multiplayer online role playing game engine](#)

Sergio Caltagirone, Matthew Keys, Bryan Schlieff, Mary Jane Willshire

December 2002 **Journal of Computing Sciences in Colleges**, Volume 18 Issue 2


Publisher: Consortium for Computing Sciences in Colleges

Full text available: (54.79 KB)

Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

Faster networks, faster processors and 3D accelerator cards have contributed to the push for a new genre of online games, the Massively Multiplayer Online Role Playing Game, MMORPG. This paper presents a high-level software architecture for building a MMORPG engine. Six goals for the architecture are set, the architecture is presented and then

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Terms used physics engine

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1 [Virtual environments & stories: Qualitative physics in virtual environments](#)



Marc Cavazza, Simon Hartley, Jean-Luc Lugin, Mikael Le Bras

January 2004 **Proceedings of the 9th international conference on Intelligent user interface IUI '04**

Publisher: ACM Press

Full text available:  [pdf\(1.88 MB\)](#)

Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

In this paper, we describe a new approach to the creation of virtual environments, which uses qualitative physics to implement object behaviour. We adopted Qualitative Process Theory as a qualitative reasoning formalism, due to its representational properties (e.g., its orientation towards process ontologies and its explicit formulation of process' pre-conditions). The system we describe is developed using a game engine and takes advantage of its event-based system to integrate qualitative proce ...

Keywords: intelligent virtual environments, modelling and simulation, qualitative physics


2 [Design for manufacturability and global routing: Microarchitecture evaluation with physical planning](#)



Jason Cong, Ashok Jagannathan, Glenn Reinman, Michail Romesis

June 2003 **Proceedings of the 40th conference on Design automation DAC '03**

Publisher: ACM Press

Full text available:  [pdf\(159.47 KB\)](#)

Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

Conventionally, microarchitecture designs are mainly guided by the maximum throughput (measured as IPC) and fail to evaluate the impact of architectural decisions on the physical design, and in particular, the impact on the interconnects. In this paper, we propose MEVA, a system to consider both IPC and cycle time in the design space search for a given microarchitectural design. MEVA can consider a variety of user specified architectural alternatives that trade IPC and cycle time in the design, ...


Keywords: microarchitecture evaluation, physical planning

3 [Military applications: Emerging areas: urban operations and UCAVs: a game engine based simulation of the NIST urban search and rescue arenas](#)

Jijun Wang, Michael Lewis, Jeffrey Gennari

December 2003 **Proceedings of the 35th conference on Winter simulation: driving innovation WSC '03**

Publisher: Winter Simulation Conference

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Curved surfaces and coherence for non-penetrating rigid body simulation - group of 15 »

D Baraff - Proceedings of the 17th annual conference on Computer ..., 1990 - portal.acm.org

... The **collision** detection algorithms exploit the geometric ... successive time steps of the **simulation** to achieve ... behaviors to simulate in **rigid body** dynamics is ...

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Timewarp rigid body simulation - group of 23 »

B Mirtich - Proceedings of the 27th annual conference on Computer ..., 2000 - portal.acm.org

... that of standard timewarp events which only cause rollback up to the time of the event; it occurs in **rigid body simulation** because exact **collision** times cannot ...

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Impulse-based Dynamic Simulation of Rigid Body Systems - group of 6 »

BV Mirtich - 1996 - kuffner.org

... of the **collision** response algorithms. ... underlying theory. It describes how the algorithms for simple **rigid body simulation** may be extended ...

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Impulse-based simulation of rigid bodies - group of 11 »

B Mirtich, J Canny - Proceedings of the 1995 symposium on Interactive 3D graphics, 1995 - portal.acm.org

... a promising new approach to **rigid body** dynamic **simulation** called impulse-based **simulation**. The ... are modeled through a series of **collision** impulses ...

Cited by 166 - [Related Articles](#) - [Web Search](#)

I-COLLIDE: an interactive and exact collision detection system for large-scale environments - group of 10 »

JD Cohen, MC Lin, D Manocha, M Ponamgi - Proceedings of the 1995 symposium on Interactive 3D graphics, 1995 - portal.acm.org

... the number of objects undergoing **rigid** motion and ... and Prune algorithm, the exact **collision** detection algorithm, the multi-body **simulation**, and their ...

Cited by 387 - [Related Articles](#) - [Web Search](#)

Real-time Impulse-based Simulation of Rigid Body Systems for Haptic Display. - group of 3 »

B Chang - 2002 - lms.mech.northwestern.edu

... three-dimensional **rigid body simulation**. In their approach, the Lin-Canny closest features (Lin, 1993) algorithm and scheduling scheme are used as a **collision** ...

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Interactive manipulation of rigid body simulations - group of 30 »

J Popović, SM Seitz, M Erdmann, Z Popović, A ... - Proceedings of the 27th annual conference on Computer ..., 2000 - portal.acm.org

... update procedure in concert with a **rigid body simulator**. Motion discontinuities pose an additional challenge (eg when a point of **collision** changes to a ...

Cited by 58 - [Related Articles](#) - [Web Search](#)

A new algebraic rigid-body collision law based on impulse space considerations - group of 8 »

A Chatterjee, A Ruina - ASME, Transactions, Journal of Applied Mechanics, 1998 - ruina.tam.cornell.edu

... accurate initial conditions cannot be expected to be known by a **simulator**. ... model can be well approximated by treating the **body** as **rigid** everywhere except in ...

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D Baraff - Proceedings of the 17th annual conference on Computer ..., 1990 - portal.acm.org

... Curved Surfaces and Coherence for Non-penetrating **Rigid Body Simulation** David Baraff

Program of Computer Graphics Cornell University Ithaca, NY 14853 ...

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[Coping with friction for non-penetrating **rigid body simulation** - group of 16 »](#)

D Baraff - Proceedings of the 18th annual conference on Computer ..., 1991 - portal.acm.org

... Non-penetrating **Rigid Body Simulation** ... Recently, much attention has been given to physically based **simulation** methods, and in particular, **rigid body simulation**. ...

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[Timewarp **rigid body simulation** - group of 23 »](#)

B Mirtich - Proceedings of the 27th annual conference on Computer ..., 2000 - portal.acm.org

Page 1. Timewarp **Rigid Body Simulation** Brian Mirtich MERL - A Mitsubishi Electric

Research Lab Figure 1: Avalanche: 300 rocks tumble down a mountainside. ...

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[Impulse-based Dynamic **Simulation** of **Rigid Body** Systems - group of 6 »](#)

BV Mirtich - 1996 - kuffner.org

... The hardest part of **rigid body simulation** is modeling the interactions that occur ...

It describes how the algorithms for simple **rigid body simulation** may be ...

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[Non-penetrating **rigid body simulation** - group of 8 »](#)

D Baraff - Eurographics 93 State of the Art Reports, 1993 - cs.cmu.edu

... Chapter 2 Non-penetrating **Rigid Body Simulation** David Baraff ... Eurographics '93 State of the Art Reports Non-penetrating **Rigid Body Simulation** 1.0 Introduction ...

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[Real-time Impulse-based **Simulation** of **Rigid Body** Systems for Haptic Display. - group of 3 »](#)

B Chang - 2002 - lms.mech.northwestern.edu

... 2.2 Impulse-based **simulation** Mirtich and Canny (Mirtich and Canny, 1994) have proposed a new approach to three-dimensional **rigid body simulation**. ...

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[Interactive manipulation of **rigid body** simulations - group of 30 »](#)

J Popović, SM Seitz, M Erdmann, Z Popović, A ... - Proceedings of the 27th annual conference on Computer ..., 2000 - portal.acm.org

... More abstractly, given the control vector u the **rigid body** simulator computes the **simulation** function S , which specifies the state of the bodies in the world ...

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[An Introduction to Physically Based Modeling: **Rigid Body Simulation I—Unconstrained Rigid Body** ... - group of 25 »](#)

D Baraff - SIGGRAPH Course Notes, 1997 - cs.cmu.edu

... **Rigid Body Simulation I—Unconstrained Rigid Body** Dynamics David Baraff Robotics Institute Carnegie Mellon University ... Page 2. **Rigid Body Simulation** ...

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[Visualization, 2003. VIS. 2003. IEEE](#)
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- ☐ 2. A generalized framework for interactive dynamic simulation for multirigid bodies
 Wookho Son; Kyunghwan Kim; Amato, N.M.; Trinkle, J.C.;
[Systems, Man and Cybernetics, Part B. IEEE Transactions on](#)
 Volume 34, Issue 2, April 2004 Page(s):912 - 924
 Digital Object Identifier 10.1109/TSMCB.2003.818434
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- ☐ 3. Knowledge-based synthesis of numerical programs for simulation of rigid-body systems in physics-based animation
 Ellman, T.; Deak, R.; Fotinatos, J.;
[Automated Software Engineering, 2002. Proceedings. ASE 2002. 17th IEEE International Conference on](#)
 23-27 Sept. 2002 Page(s):93 - 104
 Digital Object Identifier 10.1109/ASE.2002.1114998
[AbstractPlus](#) | Full Text: [PDF\(402 KB\)](#) IEEE CNF
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- ☐ 4. A theory for learning based on rigid bodies dynamics
 Fiori, S.;
[Neural Networks, IEEE Transactions on](#)
 Volume 13, Issue 3, May 2002 Page(s):521 - 531
 Digital Object Identifier 10.1109/TNN.2002.1000121
[AbstractPlus](#) | [References](#) | Full Text: [PDF\(464 KB\)](#) IEEE JNL
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 Tanner, H.G.; Loizou, S.G.; Kyriakopoulos, K.J.;
[Robotics and Automation, IEEE Transactions on](#)
 Volume 19, Issue, 1, Feb. 2003 Page(s):53 - 64
 Digital Object Identifier 10.1109/TRA.2002.807549
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- ☐ 6. Physically-based simulation of objects represented by surface meshes
 Muller, M.; Teschner, M.; Gross, M.;
[Computer Graphics International, 2004. Proceedings](#)
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 Konyha, Z.; Matkovic, K.; Hauser, H.;
[Visualization, 2003. VIS 2003. IEEE](#)
 19-24 Oct. 2003 Page(s):539 - 546
[AbstractPlus](#) | Full Text: [PDF\(632 KB\)](#) IEEE CNF
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- ☐ **2. A fast impulsive contact suite for rigid body simulation**
 Schmid, H.; Milenkovic, V.J.;
[Visualization and Computer Graphics, IEEE Transactions on](#)
 Volume 10, Issue 2, Mar-Apr 2004 Page(s):189 - 197
 Digital Object Identifier 10.1109/TVCG.2004.1260770
[AbstractPlus](#) | Full Text: [PDF\(580 KB\)](#) IEEE JNL
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- ☐ **3. A generalized framework for interactive dynamic simulation for multirigid bodies**
 Wookho Son; Kyunghwan Kim; Amato, N.M.; Trinkle, J.C.;
[Systems, Man and Cybernetics, Part B, IEEE Transactions on](#)
 Volume 34, Issue 2, April 2004 Page(s):912 - 924
 Digital Object Identifier 10.1109/TSMCB.2003.818434
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- ☐ **4. Mixing deformable and rigid-body mechanics simulation**
 Lenoir, J.; Fonteneau, S.;
[Computer Graphics International, 2004. Proceedings](#)
 2004 Page(s):327 - 334
 Digital Object Identifier 10.1109/CGI.2004.1309229
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- ☐ **5. Post-stabilization for rigid body simulation with contact and constraints**
 Cline, M.B.; Pai, D.K.;
[Robotics and Automation, 2003. Proceedings. ICRA '03. IEEE International Conference on](#)
 Volume 3, 14-19 Sept. 2003 Page(s):3744 - 3751 vol.3
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1. Fast Iterative refinement of articulated solid dynamics

Faure, F.;

[Visualization and Computer Graphics, IEEE Transactions on](#)

Volume 5, Issue 3, July-Sept. 1999 Page(s):268 - 276

Digital Object Identifier 10.1109/2945.795217

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- ☐ 1. Determination of parameters in interior permanent-magnet synchronous motors with iron losses without torque measurement
Fernandez-Bernal, F.; Garcia-Cerrada, A.; Faure, R.;
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- ☐ 2. Model-based loss minimization for DC and AC vector-controlled motors including core saturation
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- ☐ 2. **Role of p-doping profile and regrowth on the static characteristics of 1.3- μ m MQW InGaAsP-InP lasers: experiment and modelling**
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[\[BOOK\] Forward Dynamics, Elimination Methods, and Formulation Stiffness in Robot Simulation - group of 6 »](#)

UM Ascher, DK Pai, B Cloutier - 1995 - cs.ubc.ca

... Most industrial **robot** arms do not have such an ill ... if double precision is used in the **simulation**, the instability ... we can put the **recursion** relations 1, 2 in ...

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[Dynamic simulation of autonomous legged locomotion](#)

M McKenna, D Zeltzer - Proceedings of the 17th annual conference on Computer ..., 1990 - portal.acm.org

... McGehee developed an autonomous 6-legged **robot** vehicle which could ... it is an accurate and efficient **recursive** formulation for forward **simulation**, and because ...

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[Simulation of cooperating robot manipulators on a mobile platform - group of 4 »](#)

SH Murphy, JT Wen, GN Saridis - Robotics and Automation, 1990. Proceedings., 1990 IEEE ..., 1990 - ieeexplore.ieee.org

... envi- ronment, the motion of the **robot** manipulators will ... in contact with a fixed earth, no **simulation** results are ... Both methods may use any **recursive** or closed ...

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PE Dupont - Robotics and Automation, 1990. Proceedings., 1990 IEEE ..., 1990 - ieeexplore.ieee.org

... Experimen- tal and **simulation** results are used to show ... discussed as well as implications for **robot** control ... dynamic equations such as the **recursive** Newton-Euler ...

[Cited by 13](#) - [Related Articles](#) - [Web Search](#) - [Library Search](#)

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J Crowley - Robotics and Automation, IEEE Journal of [legacy, pre-1988], 1985 - ieeexplore.ieee.org

... model are constructed using a variation of the **recursive** line splitting ... originally implemented and refined using an interactive mobile **robot simulation** program ...

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G Rodriguez - Robotics and Automation, IEEE Journal of [legacy, pre-1988], 1987 - ieeexplore.ieee.org

... forward dynamics solutions are useful for system **simulation**. ... and understand spatial recursions for **robot** dynamics. ... to develop a spatially **recursive** state space ...

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[Efficient Dynamic Simulation of a Quadruped Using a Decoupled Tree-Structure Approach - group of 4 »](#)

PS Freeman, DE Orin - The International Journal of Robotics Research, 1991 - ijr.sagepub.com

... A multilegged **robot** in motion is at any one ... appropriate for legged vehicle closed-chain **simulation** have also been ... deriva- tion of O(N) **recursive** algorithms, ...

[Cited by 21](#) - [Related Articles](#) - [Web Search](#)

[Recursive forward dynamics for multiple robot arms moving a commontask object - group of 4 »](#)

G Rodriguez - Robotics and Automation, IEEE Transactions on, 1989 - ieeexplore.ieee.org

... RODRIGUEZ, MEMBER, IEEE Absrru.ct—**Recursive** forward dynamics ... for an arbitrary number of **robot** arms moving a ... for conducting analysis and **simulation** studies. ...

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[K Sims](#)

[G Rodriguez](#)

[E Bayo](#)

[A Jain](#)

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A fast recursive algorithm for molecular dynamics simulation - group of 5 »

A JAIN, N VAIDEHI, G RODRIGUEZ - Journal of Computational Physics, 1993 - osti.gov

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[book] The Art of Molecular Dynamics Simulation - group of 12 »

DC Rapaport - 2004 - books.google.com

... 299 11.5 Solving the **recursion** equations 308 ... Molecular **dynamics simulation** provides the methodology for detailed microscopic modeling on the molecular scale. ...

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Dynamic simulation of autonomous legged locomotion

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... ABM algorithm is generalized and can compute the **dynamics** of any ... it is an accurate and efficient **recursive** formulation for forward **simulation**, and because ...

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Recursive Lagrangian Dynamics of Flexible Manipulator Arms - group of 6 »

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Real-time multibody system dynamic simulation. I- A modified recursive formulation and topological ... - group of 2 »

FUHFE TSAI - Mechanics of Structures and Machines, 1991 - csa.com

... **recursive dynamics** formulation and a topological analysis method for the formulation are presented in order to achieve the goal of real-time **simulation** of ...

Cited by 16 - [Related Articles](#) - [Web Search](#) - [Library Search](#)

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JG de Jalón, E Bayo - 1994 - mat21.etsii.upm.es

... not only on accuracy but on stability for real time **simulation**. Improved **dynamic** formulations of order $O(N)$ and $O(N^3)$ such as **recursive** formalisms, improved ...

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Efficient Dynamic Simulation of a Quadruped Using a Decoupled Tree-Structure Approach - group of 4 »

PS Freeman, DE Orin - The International Journal of Robotics Research, 1991 - ijr.sagepub.com

... appropriate for legged vehicle closed-chain **simulation** have also ... innovative method that simplifies **dynamics** derivation of $O(N)$ **recursive** algorithms, it ...

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A recursive formulation for real-time dynamic simulation of mechanical systems

DAES BAE, RS HWANG, EJ HAUG - Journal of mechanical design(1990), 1991 - cat.inist.fr

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RE Valembois, P Fiset, JC Samin - Nonlinear **Dynamics**, 1997 - Springer
... 2 and 3 describe the way a **recursive** multibody formalism ... submitted to arbitrary motions whose **dynamic** effects cannot ... **N body** bodies (rigid bodies or flexible beams) ...
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... 299 11.5 Solving the **recursion** equations 308 11.6 Implementation details 317 11.7 Measurements 322 ... The **N-body** problem originated in the **dynamics** of the ...
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A parallel hashed oct-tree N-body algorithm - group of 8 »

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... several methods issuing from both the field of multibody **dynamics** and the ... which are able to compute in a purely **recursive** manner the ... **body** bodies (rigid bodies) ...
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Astrophysical N-body simulations using hierarchical tree data structures - group of 9 »

MS Warren, JK Salmon - Proceedings of the 1992 ACM/IEEE conference on ..., 1992 - portal.acm.org
... of particles [2, 3, 4]. **N-body** simulations which use ... The distribution of bodies is **dynamic**. ... we adopted the technique of orthogonal **recursive** bisection, ORB ...
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Dynamic partitioning of non-uniform structured workloads with spacefilling curves - group of 12 »

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[M Lin](#)

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J Alexiou - 1999 - helix.gatech.edu

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MJ Berger, SH Bokhari - IEEE Transactions on Computers, 1987 - portal.acm.org

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M Lin, S Gottschalk - Proc. of IMA Conference on Mathematics of Surfaces, 1998 - soe.ucsc.edu

... We also describe several **N-body** algorithms to reduce ... collision detection library for large **dynamic** environments ... 97, and unites the **nbody** processing algorithm ...

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H Haberzettl - Physical Review C, 1993 - APS

... of more general Faddeev-type approaches to the **N-body** scattering problem ... given here will lead to a **recursive** hierarchy of ... This work was supported by **DYNAMICS OF** ...

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Language support for data parallelism in pointer based dynamic data structures

P Kumar - Proceedings of the 1993 conference of the Centre for ... , 1993 - portal.acm.org

... Page 9. tions for Parallel **N-body** Simulations. ... Evaluating Parallel Languages for Molecular **Dynamics** Computations. ... **Recursive** Partitions on Multiprocessors. ...

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Contributions of multibody dynamics to space flight- A brief review - group of 3 »

AK Banerjee - Journal of Guidance, Control, and Dynamics, 2003 - pdf.aiaa.org

... as complex as the general **n-body** satellite, it is ... work approach in a **recursive** formulation embedded in the commercial multibody **dynamics** code DADS ...

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CONTACT: arbitrary in-between motions for collision detection - group of 8 »

S Redon, A Kheddar, S Coquillart - Robot and Human Interactive Communication, 2001. Proceedings ..., 2001 - ieeexplore.ieee.org

... A C++ library, **CONTACT**, has been developed. ... respectively associated to two bounding volumes hierarchies, then a simple **recursive** function simultaneously ...

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Block-diagonal equations for multibody elastodynamics with geometric stiffness and constraints - group of 4 »

AK Banerjee - Journal of Guidance, Control, and Dynamics, 1993 - pdf.aiaa.org

... n degrees of freedom of the **N-body** system, where ... preceding definitions lead to the **recursive** construction of ... Block-Diagonal Equations of **Dynamics** Equations of ...

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book Multibody Dynamics with Unilateral Contacts - group of 2 »

F Pfeiffer, C Glocker - 1996 - books.google.com

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F Pfeiffer, C Glocker - 1996 - books.google.com

... Theories for rigid or elastic **multi- body** systems and FEM/BEM ... 2 **Multibody** Kinematics

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SS Kim, EJ Haug - Computer Methods in Applied Mechanics and Engineering, 1988 - portal.acm.org

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AA Shabana - **Multibody System Dynamics**, 1997 - Springer

... areas in flexible **multibody dynamics** are identified as ... application of flexible **multibody** techniques to ... between different flexible **multi- body** formulations is ...

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SS Kim, EJ Haug - Computer Methods in Applied Mechanics and Engineering, 1989 - portal.acm.org

... **A recursive** formulation for flexible **multibody dynamics**, Part II ... Terms of Usage Privacy

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W Schiehlen - **Multibody System Dynamics**, 1997 - Springer

... The scientific research in **multibody system dynamics** has been devoted ... New methods evolved with respect to simulation by **recursive** formalisms, to closed ...

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P Fiset, JC Samin - Archive of Applied Mechanics (Ingenieur Archiv), 1996 - Springer

... In the **multibody dynamics** domain, several symbolic programmes have ... systems, on the basis of **recursive** formalisms ... In case of constrained **multibody** systems-which ...

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Forward dynamics algorithms for multibody chains and contact - group of 9 »

DK Pai, UM Ascher, PG Kry - Robotics and Automation, 2000. Proceedings. ICRA'00. IEEE ..., 2000 - ieeexplore.ieee.org

... Automation San Francisco, CA April 2000 Forward **Dynamics** Algorithms for

Multibody Chains and **Contact** * Dinesh K. Pai, Uri M. Ascher ...

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KS Anderson, YH Hsu - **Multibody System Dynamics**, 2002 - Springer

... This paper presents a novel fully **recursive** method, a ... in optimal design problems involving **multibody** dy- namic ... A state space O(n) **dynamic** analysis algorithm ...

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M Hardt

K Kreutz-Delgado

O Khatib

O von Stryk

L Sentis

Recursive Formulation of Operational Space Control - group of 5 »

K Kreutz-Delgado, A Jain, G Rodriguez - The International Journal of Robotics Research, 1992 - ijr.sagepub.com

... modeling and analysis of **multibody** robotic systems is ... algorithms enable an $O(n)$ **recursive** implementation ... **dynamic** behavior of a serial rigid-link manipulator ...

Cited by 16 - [Related Articles](#) - [Web Search](#)

Multibody Dynamical Algorithms, Numerical Optimal Control, with Detailed Studies in the Control of ... - group of 4 »

MW Hardt - 1999 - geocities.com

... The investigation into the **dynamics** of **multibody** systems has been an active ... **body** systems in contact with the environment continue to be on the frontiers ...

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A constraint-stabilized time-stepping approach for rigid multibody dynamics with joints, contact and ... - group of 7 »

M Anitescu, GD Hart - Int. J. Numer. Methods Eng., 2004 - doi.wiley.com

... current methods of rigid **multibody dynamics** with contact and ... an approximation of the **dynamics** that is ... concerning the behaviour of **recursive** inequalities that ...

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K Kreutz-Delgado, D Agahi - Robotics and Automation, IEEE Transactions on, 1995 - ieeexplore.ieee.org ... **recursive** algorithm. ... to the problem of solving closed chain forward **dynamics** and computing velocity changes due to inelastic **collision** between a ...

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M Anitescu, A Miller, GD Hart - Proceedings of the ASME International Design Engineering ..., 2003 - www-unix.mcs.anl.gov

... Approaches used in the past for simulating rigid **multibody dynamics** with contact ... one used in the compression phase of multiple **collision** resolution (Glocker ...

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... Approach to Vehicle Dynamics using the Theory of a Cosserat Point and its Application to Collision ... - group of 5 »

PC Varadi, GJ Lo, OM O'Reilly, P Papadopoulos - Vehicle System Dynamics, 1999 - Taylor & Francis

... vehicle accident 2 or an initial **collision** may serve ... For example, a typical rigid **multibody** computer code ... the detailed analysis of vehicle **dynamics** see Kortum ...

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